

## CLAIMS

1. A car racing game device comprising, a starting gate, a finish gate and a track assembly interconnecting same,

said starting gate having an inclined track portion thereon defining track

5 paths,

a release assembly selectively extending through corresponding opening in said track paths,

a starting tower on said starting gate having a starting light assembly and an informational display,

10 said finish gate having engagement flag means extending there from engageable by independent race cars on said respective track paths,

said track assembly comprises multiple track sections registerably secured to each other and said finish and starting gates,

means for securing said track sections together,

15 means for remotely activating said car release assembly,

means for electrically interconnecting said car release assembly, finish engagement flags and electronic sound effect generator in communication with said remote activation means.

2. A car racing game device set forth in claim 1 wherein said starting gate

20 has elevation support posts extending there from

3. The car racing game device set forth in claim 1 wherein said starting and lighting assembly comprises,

vertically aligned colored lights defining pre-staging, staging, starting and foul indicators for selective race cars.

4. The car racing game device set forth in claim 1 wherein each of said car release assemblies comprises,

5       an activation motor, a release arm operably extending there from, a vehicle engagement stop and release portion on said arm,  
said arm movable from a first car engagement position to a second car release position, resilient means holding said arm in said first position.

5. The car racing game device set forth in claim 1 wherein said means for  
10 remotely activating said car release assembly comprises,  
a pair of starting pedal electrical switches selectively interconnected thereto.

6. The car racing game device set forth in claim 1 wherein said finish engagement flags further comprise,

15       a pair of extended arms, optical interrupters in communication with said arms, and finish lights on said finish gate.

7. A car racing game device set forth in claim 1 wherein said means for securing said track sections together comprises,

20       a track connecting fitting having oppositely disposed track interengagement flanges registerable with said opposing track sections,  
an upstanding transversely extending track abutment band between said interengagement flanges and said opposing track sections.

8. The car racing game device set forth in claim 1 wherein said means for electrically linking said car release assemblies, finish engagement flag, light assemblies, information display, and said means for remotely activating said car release assembly comprises, an electronic control circuit and a source of  
5 electrical power.

9. The car racing game device set forth in claim 1 wherein said track assembly further comprises,  
a curved angular inclined transition track surface fitting interengaged between an angular inclined track portion extending from said starting gate to a  
10 horizontally disposed track portion extending from said finish gate.

10. The car racing game device set forth in claim 8 wherein said source of electrical power is storage batteries within said starting gate.

11. The car release assembly set forth in claim 4 further comprises a manual release over-ride assembly having a pair of manual activated arms  
15 movably positioned for selective engagement with said release arms, said manual arms having a central extending spring loaded button extending therefrom accessible from and within said starting gate.

12. The finish gate assembly set forth in claim 6 further comprises, a manual finish flag assembly movably interconnected thereto, said manual finish  
20 flag assembly having a pair of secondary car engagement targets, a finish line indicator pivotally secured to said finish gate, release lugs extending from said respective secondary car engagement targets, said finish line indicator balance on said respective lugs.

13. A car racing game device and method of playing same, said method comprises the steps of;
- a. turning game device on using an on/off switch
  - b. positioning racing cars in a starting gate,
  - 5 c. activating staging lights and simulated electronic racing sounds, commencing pre-programmed electronic light countdown by initially depressing of a respective player's foot switch,
  - d. countdown starting light sequence activating corresponding starting light display after a pre-determined time pause,
  - 10 e. countdown light sequence by multiple sequential light illumination from yellow to green on a starting pole,
  - f. releasing race cars from starting gate by depressing respective foot switches a second time in response to illumination of said green light,
  - g. activating foul light if depressing foot switch in step f is before a green
  - 15 light illumination of said countdown lighting sequence occurs,
  - h. displaying finish line targets by engagement of selected race cars with said respective finish line target,
  - i. indicating race winner by independent illumination of a winner light on said finish gate,
  - 20 j. calculating winning race car and elapsed time by an electronic control circuit interlinking said start, finish gate and time display on said starting poles.

14. The track for use in toy race cars comprising,  
a track segment, and a track segment connector, said track segment  
comprising an elongated body member having oppositely disposed parallel side  
rails, support flanges extending from said respective side rails, co-planar track  
surfaces extending from said side rails,  
an elongated central upstanding track divider interengaging said  
respective track surfaces.
15. The track set forth in claim 14 wherein said side rails are in oppositely  
disposed angular inclination from one another.
- 10 16. The track set forth in claim 14 wherein said track divider has  
oppositely disposed angular inclined side surfaces in co-planar relation to said  
respective side rails.
17. The track set forth in claim 14 wherein said track connector  
comprises, a pair of oppositely disposed, elongated interengagement flanges,  
15 an upstanding transversely extending track abutment band extending  
there between.
18. The track set forth in claim 17 wherein said abutment band having  
oppositely disposed upstanding side rails, a central upstanding band dividing  
there between for corresponding co-planar registration with said abutting track  
segments.
- 20 19. The track in claim 18 wherein said oppositely disposed upstanding  
side rails are in longitudinal angular offset relation to said adjacent track section  
side rails.

20. The car racing game device set forth in claim 1 wherein said racing cars have illumination means within, said illumination means comprising a self-contained automatic light source for reflection on said track surface assembly.